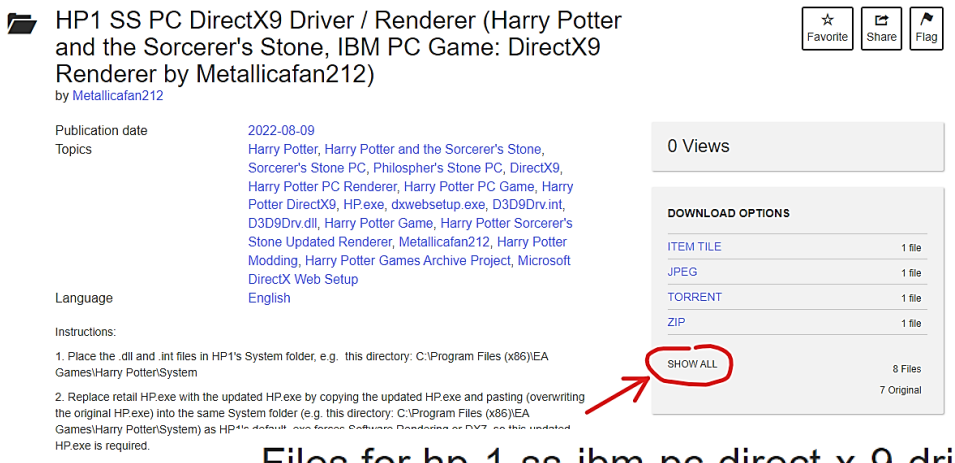
HOW TO RUN HP1 WITH DIRECTX 9 RENDERER

If you follow these instructions closely, everything is going to work. If you wish, make a backup copy of the original *System* game folder.

The *System* folder is usually under "C:\Program Files (x86)\EA Games\Harry Potter TM\", or wherever you installed the game.

1. Download the **HP1 SS PC DirectX9 Driver/Renderer** from here (*https://archive.org/details/hp-1-ss-ibm-pc-direct-x-9-driver*). Left click on “Show All” and then on “HP1 SS PC DirectX9 Driver.zip”.


HP1 SS PC DirectX9 Driver / Renderer (Harry Potter and the Sorcerer's Stone, IBM PC Game: DirectX9 Renderer by Metallicafan212)
by Metallicafan212
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Publication date 2022-08-09
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Language English
Instructions:
1. Place the .dll and .int files in HP1's System folder, e.g. this directory: C:\Program Files (x86)\EA Games\Harry Potter\System
2. Replace retail HP.exe with the updated HP.exe by copying the updated HP.exe and pasting (overwriting the original HP.exe) into the same System folder (e.g. this directory: C:\Program Files (x86)\EA Games\Harry Potter\System) as HP1's default .exe forces Software Rendering or DX7, so this updated HP.exe is required.
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DOWNLOAD OPTIONS
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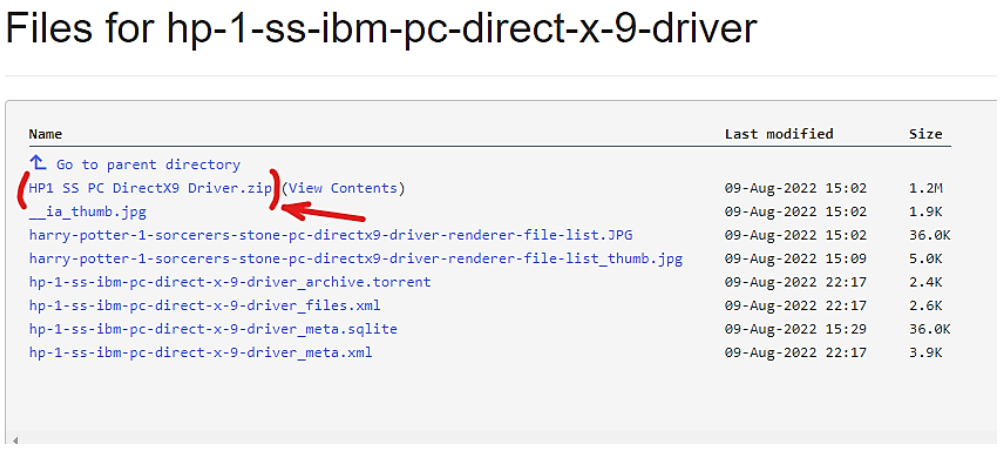

2. Open **HP1 SS PC DirectX9 Driver.zip** and extract everything (*D3D9Drv.dll*, *D3D9Drv.int*, *HP.exe*, and *dxwebsetup.exe*) somewhere in your PC.

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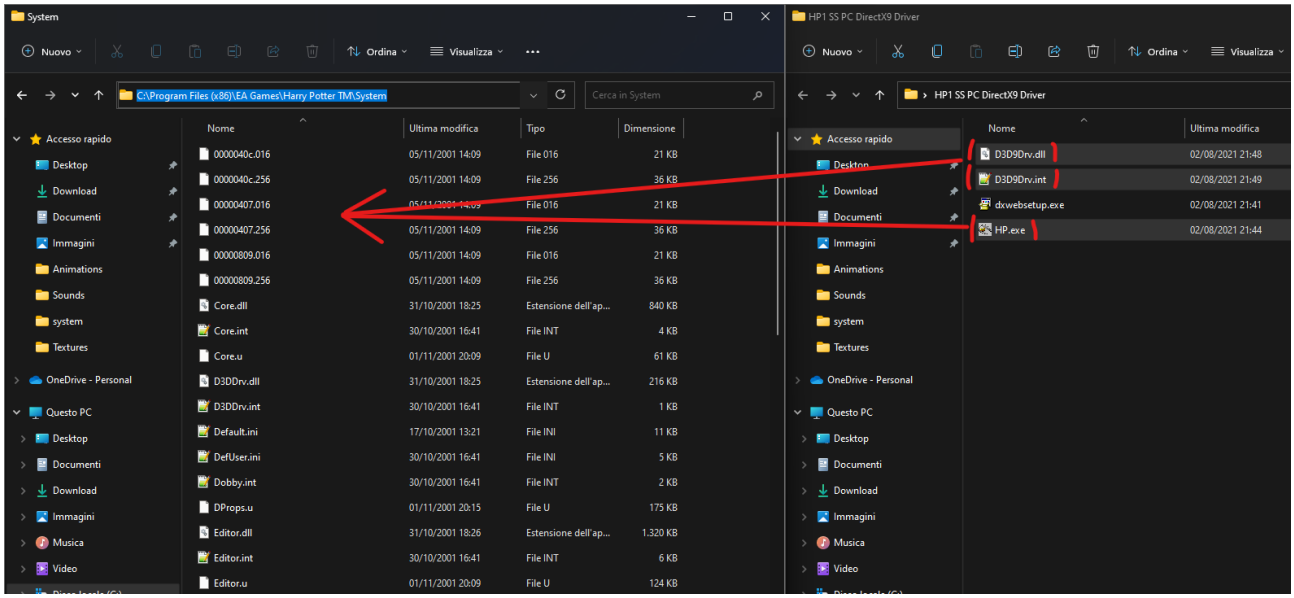
3. **Copy and paste** *D3D9Drv.dll*, *D3D9Drv.int*, and *HP.exe* into the *System* game folder, overwriting the existing files.



4. Run **dxwebsetup.exe** and go through the installation process (or download it from https://www.microsoft.com/en-us/Download/details.aspx?id=35).
   No need to install the Bing Toolbar, so uncheck the box if you prefer.

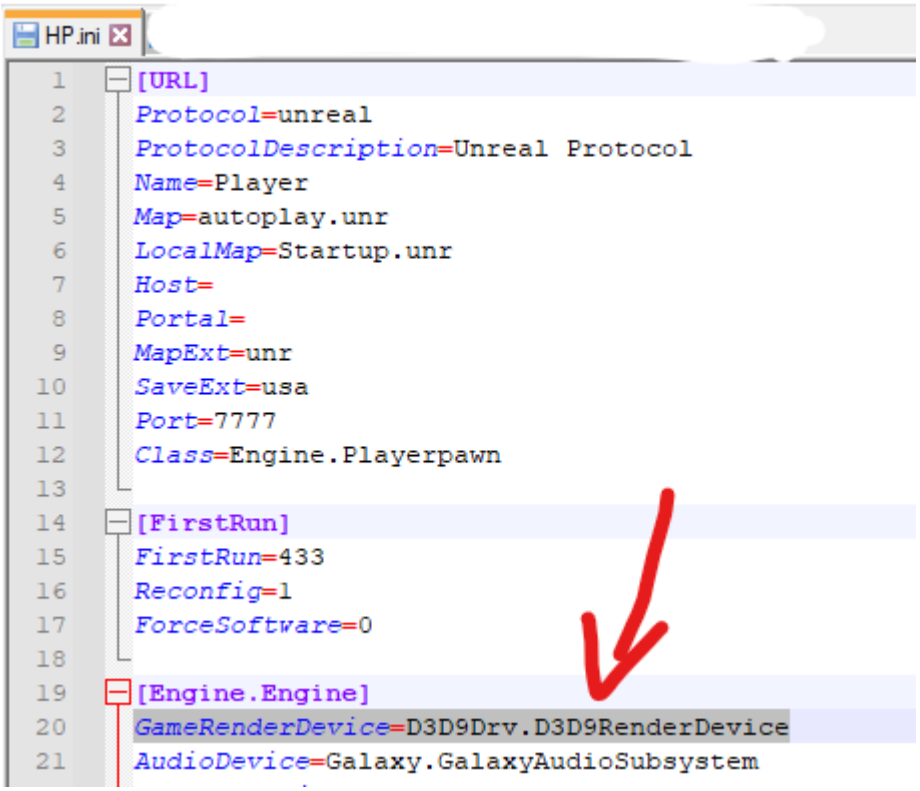
5. Run the game by double-clicking on the **HP.exe** you've just copied.

   The **Harry Potter (TM) First-Time Configuration** window should pop up. Select "*DirectX 9 Support*", click "*Next >*" a couple of times and eventually "*Run!*"

   In case you didn't see such a window, DON'T PANIC! If the *First-Time Configuration* window didn't pop up and you were taken straight to the main menu, do as follows:

   - Exit the game
   - Go to the *Harry Potter* folder within your user's Documents (*C:\Users\TypeYourUserHere\Documents\Harry Potter*)
   - Open **HP.ini** with any text editor (Notepad, Notepad++, etc.), and do as follows:

Under **[Engine.Engine]**, set *GameRenderDevice=D3DDrv.D3DRenderDevice* to =*D3D9Drv.D3D9RenderDevice*



- Save and close.

THAT'S IT *if* you want to play the game at old standard resolutions (640x480, 800x600, 1024x768) and with the original control system (tank controls).

Just run the game via HP.exe and enjoy!

If you wish to play the game in **widescreen resolution** and with more **fluid controls**, keep reading!

HOW TO RUN HP1 IN WIDESCREEN MODE

6. CHOOSE ONLY ONE OF THESE:
    a. If you wish to control Harry as originally intended (**TANK CONTROLS**), download **HP1 Widescreen Mod with Stock Movement** from here (*https://drive.google.com/drive/folders/155DoYls5BRAG2ubWQhbFcqkWYPHPNsz7*)[1] or here (*https://github.com/metallicafan212/HarryPotterUnrealWiki/tree/master/HP1/Mods/Widescreen%20Mod%20(Stock%20Movement)*);
    b. If you wish to control Harry with HP2-style controls (**STRAFING & FREE CAMERA**) download **HP1 Widescreen Mod with Improved Movement** from here (*https://drive.google.com/drive/folders/1pE4qae4Z4Dbg9vFWd1Ec5e6XcM1is9it*)[1] or here (*https://github.com/metallicafan212/HarryPotterUnrealWiki/tree/master/HP1/Mods/Widescreen%20Mod%20(Improved%20Movement)*);
7. Copy-and-paste the files you've just downloaded into *System*, overwriting any existing file.
8. If you ran the game as in step 5, you should have a *Harry Potter* folder within your user's Documents (*C:\Users\TypeYourUserHere\Documents\Harry Potter*). Within *Harry Potter*, open **HP.ini** using any text editor.

    Under **[WinDrv.WindowsClient]**:

    set WindowedViewportX=640 to =*your desired window width* (ex. 1366)

    set WindowedViewportY=480 to =*your desired window height* (ex. 768)

    set WindowedColorBits=16 to =32

    set FullscreenViewportX=640 to =*your screen resolution width* (ex. 1920)

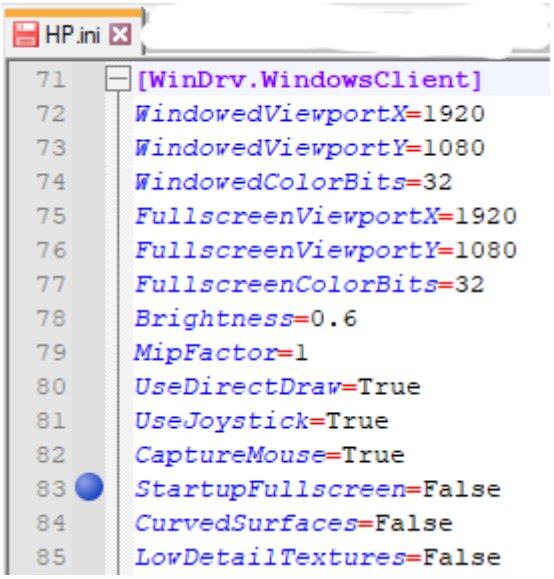
    set FullscreenViewportY=480 to =*your screen resolution height* (ex. 1080)

[1] Note: Google Drive links may not be accessible in the future.

set FullscreenColorBits=16 to =32

[...]

set StartupFullscreen=True to =False



Save and close.

Common widescreen and ultra-widescreen resolutions are:

- 16:9 aspect ratio: 1024×576, 1152×648, 1280×720, 1366×768, 1600×900, 1920×1080, 2560×1440 and 3840×2160.
- 16:10 aspect ratio: 1280×800, 1440×900, 1680×1050, 1920×1200 and 2560×1600.

IMPORTANT NOTE: if you wish to play the game in **WINDOWED MODE**, you don't need to set the fullscreen resolution.

HOWEVER, if you wish to play in **FULLSCREEN MODE**, the WINDOWED resolution **MUST MATCH** the FULLSCREEN resolution otherwise the game won't run. This means if you want to play in fullscreen at 1920x1080, the windowed resolution must have the very same resolution (just as in the reference picture above). The reason for this is to bypass a HP1 specific bug.

Alternatively, you can use third-party software to run the game in **BORDERLESS WINDOWED MODE**. Even in this case, you don't have to set the fullscreen resolution. Visit this PCGamingWiki for a list of compatible applications (*https://www.pcgamingwiki.com/wiki/Glossary:Borderless_fullscreen_windowed#Windows*).

The following point is entirely *OPTIONAL*:

- **If you don't like framerate higher than 60 fps** (high fps may cause small random glitches):

  Inside **HP.ini**, Under **[D3D9Drv.D3D9RenderDevice]**:

  [...]

  set VSync=False to =True (makes sense ONLY if you play on a 60hz monitor)

  or

  set FrameRateLimit=180 to =60 (for any type of monitor)

9. Still within *Documents**Harry Potter*\, open **User.ini** using any text editor.

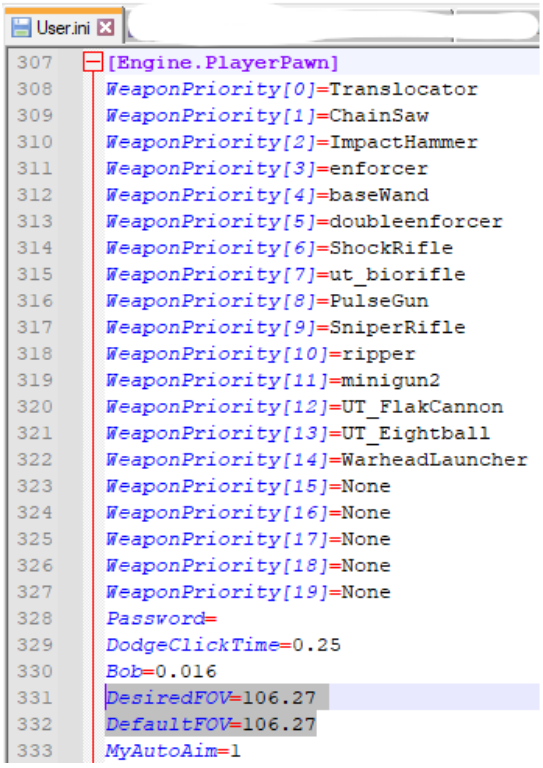
   This time, we are going to set the Field of View (FOV):

   Under **[Engine.PlayerPawn]**:

   [...]

   set DesiredFOV=90 to =106.27

   set DefaultFOV=90 to =106.27



   Save and close.

The following point is entirely *OPTIONAL*:

- **If you want to enable Debug Mode** (allows you to use cheats):

  Inside **HP.ini**, under **[HPBase.baseConsole]**:

  set bDebugMode=False to =True

THAT'S IT. Run the game through HP.exe.

The game will start in WINDOWED MODE, which is essential for the widescreen mod to work. **If you wish to play the game in FULLSCREEN MODE**, just press *ALT+ENTER* on your keyboard.

Note: If you chose the Improved Movement mod, remember to bind the control keys accordingly in the game Options menu.

Visit Harry Potter Unreal Wiki for further information (*https://github.com/metallicafan212/HarryPotterUnrealWiki/wiki*)